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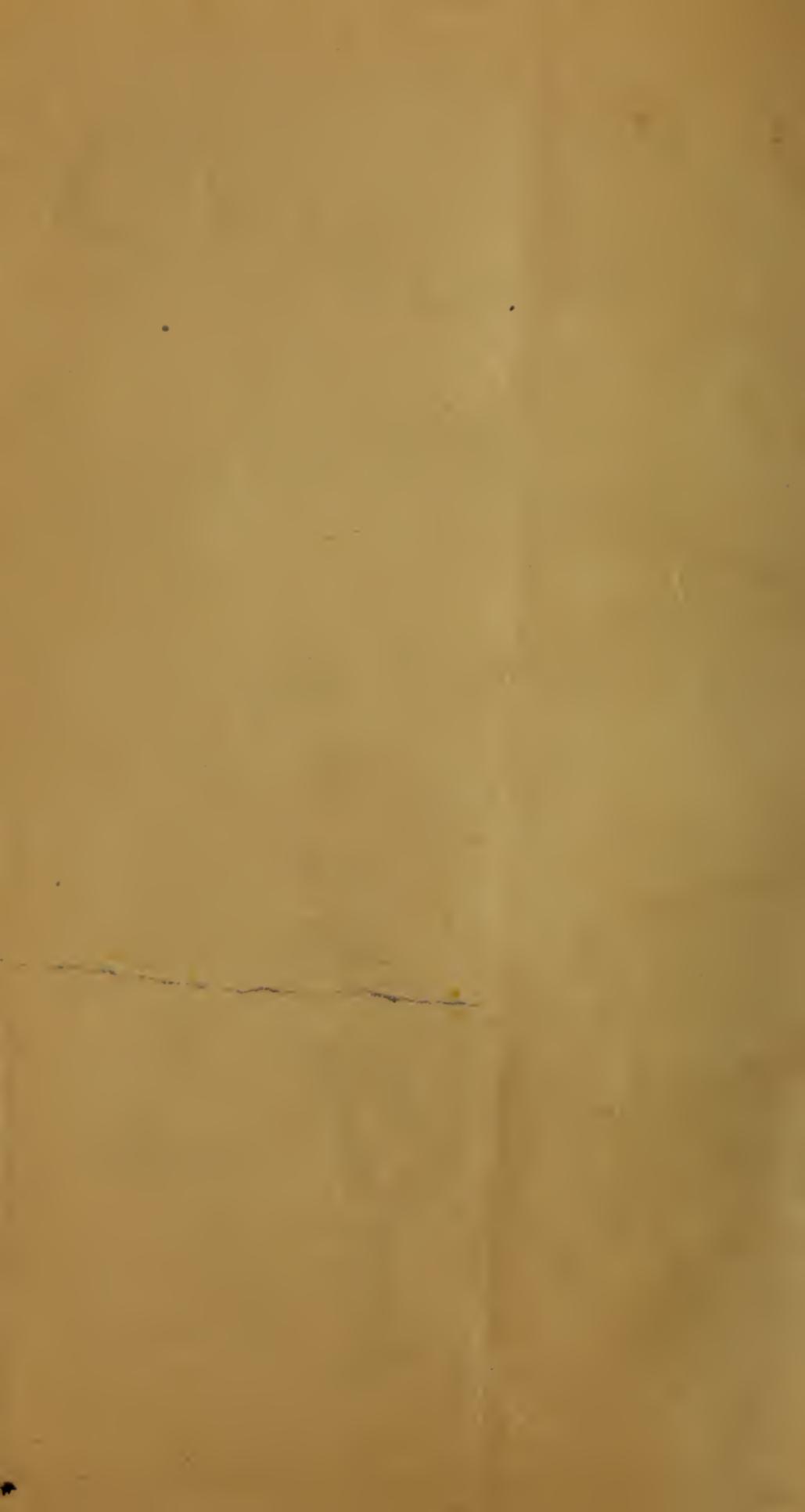
CHAMPION PUBLISHING Co., 194 William Street, N. Y.

OUT DOOR SPORTS

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ILLUSTRATED



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OUT-DOOR
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SPORTS.



A COMPENDIUM OF INSTRUCTIONS FOR PLAYING
MANY OF THE MOST POPULAR GAMES FOR
OUT-OF-DOORS.

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Out-Door Sports.

INTRODUCTION.

IN offering this volume to the boys of to-day, we feel that it will supply a want long felt.

The games now in use are nearly all old ones, and from constant repetition come at last to pall upon the mind; and as the exuberant spirits of youth *must* have a vent, the amusements of the present time have in many instances lapsed into rough-and-tumble horse-play, from which to ill-feeling and perhaps fisticuffs is but a step.

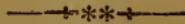
The games we introduce, while well-known, are elaborated, and many new features introduced, which makes them more interesting and less likely to become "stale."

We have one word of caution for our readers: *Keep your temper.* An occasional bruise is inseparable from boys' play, and a display of ill-temper not only makes it worse, but tends to discourage .

that fellowship and *camaraderie* so essential to healthy enjoyment. And remember, that while—

“ All work and no play
Makes Jack a dull boy,”

Ill play and no work will make him a very ignorant and useless one. The consciousness of tasks well-performed will give a zest to your play that, while it toughens your muscles, will elevate and strengthen your mind.



GAMES WITHOUT TOYS.

I SPY

Is a good game for the play-ground or the field. The players separate into two parties; one party must hide their eyes in a chosen base or *home*, (and no peeping allowed), while the rest seek out the best hiding-places they can find. One of the hiding party waits until his companions are hidden, and then ensconces himself in some nook, crying: “Whoop,” as he does so, as a signal to the opposing party that they may sally forth. The object of the hidden ones is to rush out suddenly, and touch one of the opposing party, before they can retreat to the shelter of the “*home*.” On the other hand, if one of the seekers can detect the lurking-place of any foe, he gives the alarm by crying: “I spy Brown!” or: “I spy Smith!” whereupon the said Brown or Smith must come out and try to touch one of the retreating crew, who scour away home at his appearance. Every one thus touched counts *one* toward the side of the player who touched him. When all that are of one side have come out of their concealment, the opposite party take their turn at hiding; and the side which manages to touch most of the enemy’s men, wins the game.



TUG OF WAR.

This is an old game, and one of the simplest kind. Two captains are named, who choose their men alternately, until all the players are divided into two equal parties. A line is chalked or scratched on the ground, and all the players take hold of each other as represented in the engraving. The object of each party is, by dint of judicious pulling, to draw their adversaries over the line. This is not a mere matter of strength. It depends in a great measure upon the skill of the leaders, who show their skill by letting their respective followers know, by a secret sign, when they are suddenly to slacken their hold, and when to give a long pull, and a strong pull, and a pull all together. We have seen, assisted and led this game hundreds of times, and never failed to find it productive of very great amusement. The game is not considered as won unless the entire side has been dragged over the line.

FOX.

One player is termed Fox, and is furnished with a den, where none of the players may molest him. The other players arm themselves with twisted or knotted handkerchiefs (the ends tied in knots), and arrange themselves around the den, waiting for the appearance of the Fox. When the Fox is ready, he calls out: "Twice five is ten!" The next answers: "Fox—Fox, come out of your den!" Thereupon the Fox, being also armed with a knotted handkerchief, hops out. When he is fairly out, the other players attack him with their handkerchiefs, while he endeavors to strike one of them without

putting down his other foot. If he does so, he has to run back as fast as he can, without the power of striking the other players, who baste him the whole way. If, however, he succeeds in striking one without losing his balance, the one so struck becomes Fox, and as he has both feet down, is accordingly basted to his den.

HOPPING ON THE BOTTLE.

Various games are in vogue among boys in which hopping on one foot is the principal object. Among these is one which not only assists in strengthening the limbs, but also teaches the performers the useful art of balancing themselves upon a movable substance. A wooden bottle, a round wooden log, or something of that description, is laid upon the ground, a mark is made at a certain distance, and the players have to hop from the mark upon the bottle, and retain their position while they count a number agreed upon.

PRISONER'S BASE.

This a capital game; and is played in the following manner.

The players should be from sixteen to twenty in number. They are divided into two parties, the men being chosen alternately by two leaders or captains, so as to make the forces as equal as possible. Two bases are then marked out side by side, one for each party, and two prisons or smaller bases opposite the first, at about twenty yards distance—the prison belonging to base No. 1 being opposite to base No. 2 and *vice versa*. A player now runs out from base No. 1, to the space between the bases and the prisons, and standing still, cries out: "Chevy, chevy chase, once, twice, thrice," which is considered as a challenge to the opposite party in base No. 2; one of whom, accordingly, runs out to touch the challenger before he can get back to his own base. If he can succeed in this, then the person touched must go to the prison belonging to his base, and remain there until he is rescued. If however, "chevy chase" gets back untouched to his own home, the pursuer in his turn is followed by another from the enemy's camp, and is liable to be touched. Thus, any player may sally forth and pursue any other of the opposite party *who has left* the base before him with the intent to touch him before he can get back to his own base; and every one so touched must go to prison, until he is

released by one of his own side getting to his prison and touching him. The two leaders, who of course are the best runners, should not quit their bases except in cases of emergency, as much depends upon their generalship. When several prisoners are in prison together, they may take hold of hands; and the last only need keep his foot in the prison, the rest stretching out in a diagonal line toward their own base. This shortens the distance the rescuer has to run to release one of them. No one who quits the base for the rescue of one prisoner may attempt the rescue of another, until he has first returned to his base. When all the prisoners on both sides are released, the game begins again, by a "chevy" being given in their turn by the party last challenged; and it is seldom such a challenge passes without one or more prisoners being the result. The side which manages to send all its adversaries to prison, so that none remain to rescue them, wins the game.

There is a variety of this game in which no prisoner can be rescued; once touched, he is shut out of the game, which concludes when all on one side have been thus captured. This way of playing at "Prisoner's Base" is, of course, more expeditious than the ordinary method; but far less amusing to those players who happen to get shut out early in the campaign, and have to walk about doing nothing until the contest is decided.

FOLLOW MY LEADER.

The name of this game sufficiently indicates its nature.

A quick, clever lad is chosen as "leader," and the other players have to follow him wherever he goes, to take any leap he chooses, to clamber up any steep place he has climbed; in fact, they must never desert him. The game may be made very amusing, if the leader have wit enough to set his followers such tasks as they can just manage to accomplish by dint of great exertion, such as making fat boys crawl through places where they are liable to stick fast, etc.

MOUNT HORSE.

This game is best played by four boys to a side; one party being the Horses, and the other the Riders. The party to be Horses are determined by tossing up, and they arrange themselves in the following manner: No. 1 stands erect with his

face to the wall; No. 2 places his head against the back of No. 1, and bends his back. No. 3 does the same at the back of No. 2, and No. 4 the same at the back of No. 3. The Riders now make their leaps. The first, making a run, must endeavor to leap over Nos. 4 and 3, to the back of No. 2, and the second Rider to leap over No. 4, to No. 3; the last leaping on the back of No. 4. When thus seated the Horses must try to wriggle off the Riders, or to make their feet touch the ground, without falling themselves. They must not, in wriggling, touch the ground with any part of their bodies but their feet; and if they can succeed in making the riders touch or fall off, they become Riders; and those who touch or fall, the Horses. The leader of the Riders has no Horse to mount, the other leader standing against the wall. So he stands off, and counts twenty, or repeats the words: "Jump, little nag-tail, one, two, three," three times, adding, at the last time: "Off—off—off!" If the Riders can keep their seats while this is being done, or if any Horse gives way under the weight of the Rider, and comes to the ground, the Riders have another go. But if either of the Horses can wriggle off, or throw his Rider, without himself touching the ground, except by his feet, then the Riders become Horses, and the Horses Riders. Before jumping on, the first Rider always cries out: "Warning!" or, "Boot and Saddle!"



COCK-FIGHTING.

This game, which is productive of fun, is a trial of skill between two players. It is also called "trussing." The players

are made to sit down on the ground, and draw their legs up, clasping the hands together below the knees. A stick is then passed under the knees, and over the elbows of each player, as shown in the cut; and then the two players, being placed face to face, try to overbalance each other, by pushing with the points of their toes. Of course the hands may not be unclasped; and when a combatant rolls over, he lies quite helpless, until set up again by the spectators, or by his backers. The cock who overturns his adversary twice out of three times is considered to have won the fight.

TAG.

This game may be played by any number of boys. One of the players being chosen as Tag, it is his business to run about in all directions after the other players, till he can touch one, who immediately becomes Tag in his turn. Sometimes when the game is played it is held as a law that Tag shall have no power over those boys who can touch iron or wood. The players, then, when out of breath, rush to the nearest iron or wood they can find, to render themselves secure. Cross-tag is sometimes played, in which, whenever another player runs between Tag and the pursued, Tag must immediately leave the one he is after to follow him. But this rather confuses, and spoils the game.

BULL IN THE RING.

This active, merry, noisy game can be played by any number of boys, and commences by their joining hands and forming a ring, having inclosed some boy in the middle, who is the Bull. It is the Bull's part to make a rush, break through the ring and escape; and the part of the boys who form the ring to hold their hands so fast together that he cannot break their hold. Before making a rush the Bull must cry: "Boo!" to give warning, so that the boys may grasp their hands more tightly. The whole ring generally replies to the Bull's challenge by crying: "Boo!" all together, and a pretty noise they make. When the bull breaks through the ring, he is pursued until captured, and the boy who seizes him first is Bull, when they return. A good bull will lead them a pretty dance, clearing fences and ditches, and if he gets back and touches some

mark agreed upon, near to where he broke through the ring, he is Bull again.



BUCK—BUCK, HOW MANY HORNS?

This is a very good game for three boys. The first is called the Buck, the second the Frog, and the third the Umpire. The boy who plays the Buck is blindfolded, and gives a back, with his head down, on some wall or paling in front of him, and his hands on his knees. The Frog now leaps upon his back, and the Umpire stands at his side; the frog now holds up one, two, three, five or any number of fingers, and cries: "Buck—buck, how many horns do I hold up?" The Buck then endeavors to guess the right number; if he succeeds, the Frog then becomes Buck, and in turn jumps on his back. The Umpire determines whether Buck has guessed the numbers rightly or not.

THE DRILL SERGEANT.

This is a game something like Follow my Leader. It consists of the Drill Sergeant and his Squad. The Drill Sergeant places himself in a central spot, and arranges his Squad before

him in a line. He then commences by making a number of odd gestures, which all the squad are bound to imitate. He moves his head, arms, legs, hands, feet, in various directions, sometimes sneezes, coughs, weeps, laughs and bellows, all of which the Squad are to imitate. Sometimes this is a most amusing scene, and provokes great laughter. Those who are observed to laugh, however, are immediately ordered to stand out of the line, and when half the number of the players are so put out, the others are allowed to ride them three times around the play-ground, while the Drill Sergeant with a knotted handkerchief accelerates their movements.

DUCK ON THE ROCK.

This capital game requires at least three players, but its interest is considerably increased when there are six or eight. A large stone, called "the mammy," having a tolerably flat top, is placed on the ground, and "home" is marked off about twelve feet from it. Each player being provided with a stone about double the size of a base-ball, the game is commenced by pinking for "Duck"—that is, by all standing at the home and throwing their stones or ducks in succession at the mammy. The player whose duck falls or rolls farthest from it becomes Duck, and must place his stone on the top of the mammy. The other players are allowed to take up their ducks and go to the home unmolested, while Duck is placing his stone down; they then throw their ducks, one after the other, at it, and endeavor to knock it off the mammy. Duck must replace his stone whenever it is knocked off, and the throwers must pick up their ducks and endeavor to run home while he is so engaged. Should the duck remain on after four or five have thrown at it, the stones must rest where they fell, until some player more skillful than the others knocks off the duck, and so gives the throwers a chance of getting home. If Duck can touch one of the throwers as he is running home with his duck in his hand, the one so touched becomes Duck. When the duck is knocked off by any player, it must be instantly replaced, as Duck cannot touch any one while it is off the mammy. When a thrower's duck falls, and lies before the mammy, Duck may touch him if he can, even before he picks up his duck. When Duck succeeds in touching a thrower, he must

run to the mammy and quickly remove his duck; if he has time, he should tap the mammy twice with his duck, and call out: "Fen double-duck!" as he may then walk home without fear of being touched by the boy whom he has just made Duck. Should all the players have thrown without being able to knock the duck off, it is frequently proposed by some of them to Duck to take either a "heeler," a "sling," or a "jump" toward home, in order that they may have a chance of reaching it. Duck may refuse or assent to these proposals at his option. The "heeler" is performed by the player kicking his duck backward toward home; the "sling" by placing the duck on the middle of the right foot, and slinging it as far in the direction of home as possible; and the "jump" by placing the duck between the feet, and holding it in that manner while a jump is taken, the jumper letting the stone go as he alights, so that it may roll forward. If the duck is so far from home that one sling, jump, or heeler will not suffice, two or more of each may be taken, provided, of course, that Duck allows them. If the player does not get his duck home in the number of slings, jumps, or heelers, agreed on, he becomes Duck. Duck-stone is one of the liveliest of winter games, but we must caution our readers against playing roughly or carelessly at it, as they may through negligence do one another much harm, on account of the weight of the stones and the force with which they must be thrown.

WARNING.

This is an excellent game for cold weather. It may be played by any number of boys. In playing it "loose bounds" are made near a wall or fence, about four feet wide, and twelve long. One of the boys is selected, who is called the Cock, who takes his place within the bounds; the other players are called the Chickens, who distribute themselves in various parts of the play-ground. The Cock now clasps his hands together, and cries: "Warning once, warning twice, and warning three times over; a bushel of wheat, and a bushel of rye, when the Cock crows out jump I." He then, keeping his hands still clasped before him, runs after the other players; when he touches one, he and the player so touched immediately make for the bounds; the other players immediately try

to capture them before they get there; if they succeed, they are privileged to get upon their backs and ride them home. The Cock and his Chick now come out of the bounds hand-in-hand, and try to touch some other of the players; the moment they do this they break hands, and they and the player now touched run to the bounds as before, while the other players try to overtake them, so as to secure the ride. The three now come from the bounds in the same manner, capture or touch a boy, and return. If, while trying to touch the other boys, the players when sallying from the grounds break hands before they touch anyone, they may immediately be ridden, if they can be caught before they reach the bounds. Sometimes when three players have been touched the Cock is allowed to join the out party, but this is of no advantage in playing the game.



LEAP-FROG.

This game is very simple. It consists of any number of players; but from six to eight is the most convenient number. Having agreed who shall give the first "back," the player so selected places himself in position, with his head inclined and his shoulders elevated, and his hands resting on his knees, at ten yards' distance from the other players; one of whom im-

mediately runs and leaps over him—having made his leap, he sets a back at the same distance forward from the boy over whom he has just leaped. The third boy leaps over the first and second boys, and sets a “back” beyond the second; and the fourth boy leaps over the first, second, and third, and sets a “back” beyond the third, and so on till all the players are out. The game may continue for any length of time, and generally lasts till the players are tired; but the proper rule should be that all who do not go clean over should be out. Those who “make backs” should stand perfectly stiff and firm; and those who “make leaps” should not rest in their flight heavily upon the shoulders of their playmates, so as to throw them down, which is not fair play. The backs may be sideways (1), which is the first position, or with the back to the frogs (2), which is the second position. But no boy should “fudge,” as it is termed, that is, stoop suddenly, as the other touches him. If he should do such a vile trick, there is danger that the boy will fall suddenly to the ground, and injure himself.

CLIMBING TREES.

In climbing trees both the hands and feet are to be used, but the climber should never forget that it is to the hands that he has to trust. He should carefully look upward and select the branches for his hands, and the knobs and other excrescences of the trees for his feet. He should also mark the best openings for the advance of his body. He should also be particularly cautious in laying hold of withered branches, or those that have suffered decay of their junction with the body of the tree in consequence of the growth of moss or through the effect of wet. In descending, he should be more cautious than in ascending, and hold fast by his hands. He should rarely slide down by a branch to the ground, as distances are very ill calculated from the branches of a tree.

HOP, STEP, AND JUMP.

Make a mark on the ground at a place called the “starting point.” At ten yards’ distance from this make another, called the “spring.” Then let the players arrange themselves at the starting point, and in succession run to the second mark called

the spring. From the spring make first a *hop* on one leg, from this make a long *step*, and from the step a long *jump*. Those who go over the greatest space of ground are of course the victors.

THREAD THE NEEDLE.

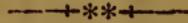
This game can be played by any number of boys, who must all join hands; the game is begun by the outside players at each end of the line holding the following dialogue: "How many miles to Babylon?" "Threescore and ten." "Can I get there by candle-light?" "Yes, and back again." "Then open the gates without more ado, and let the king and his men pass through." The player and the one next to him at the end of the line opposite the last speaker then elevate their joined hands as high as they can, to allow the speaker to run under, and the whole line follow him, still holding hands. This should be done, if possible, without breaking the line by letting the hands go, and is styled "threading the needle." When all the boys have passed through, the same conversation begins again, excepting that the respondent in his turn becomes the inquirer, and runs between the opposite players, the others following as before.

SEE-SAW.

A stout plank is laid over a log or low fence, and nicely balanced if the players are of the same weight; but if one is heavier than the other, the end on which he intends to sit should be the shortest. Two players then take their seats on the plank, one at each end, while a third stations himself on the middle of it, as represented in the illustration; the name of this player is in some places Jack-o'-both-sides, and in others Pudding. As the players by turns make slight springs from their toes, they are each alternately elevated and depressed, and it is the duty of Pudding to assist these movements by bearing all his weight on the foot, on the highest end of the plank, beyond the center of the tree or wall on which it rests; this will be best understood by referring to the illustration; thus, 1 is the trunk of a tree; across it a plank is laid, on which two players, 2, 3, take their seats; 4 is "Pudding;" it will be seen that his right foot is beyond the center of the trunk 1, on the highest end of the board, and consequently



his weight being added to that of 2 will depress that end of the plank, and the end on which 3 sits must, of course, rise; Pudding then bears on his left foot, and 3 in turn descends; and thus the game continues during pleasure, Pudding bearing alternately on each side.



GAMES WITH TOYS.

MARBLES.

Marbles are divided into common marbles and "alleys." Of these last a "red alley" is equal to two common marbles, a "black alley" equal to three, and a "white alley" to four. Very large marbles called "tomtrollers," are sometimes but not often used—never in the ring games; and the very small marbles, called "peewees," are only fit for children with very small hands.

There are three ways of shooting a marble. 1, *Hoisting*, where the marble is shot from, or above, the level of the knee,

while the party stands; and *Knuckling down*, where the player shoots with the middle knuckle of his fore-finger touching the ground, but makes his marble describe a curve in the air on its way to the ring. A boy must be a good player to knuckle down well.

To shoot a marble properly, it must be held between the tip of the fore-finger and the first joint of the thumb, resting on the bend of the second finger, and propelled forward by suddenly forcing up the thumb-nail. Some boys play it between the bend of the first finger and the thumb-joint. This is called "shooting cunnethumb," and not only subjects those who do it to the ridicule of their associates, but tires the thumb very much.

THE PILE GAME.

Three marbles are placed in the ring, and one set on top. The shooters get all they knock out, but forfeit their alley if they miss.

DIE-SHOT

Is an English game. A marble is rubbed nearly square—at least enough to stand firmly, and to have a flat upper surface. On this last part an ivory die is placed. The player is to strike the marble so that the die will fall off, paying first one marble for his shot. If he succeeds, whatever number is uppermost on the die indicates the number of marbles he is to receive.

THE POT GAME

Is played by making three holes, or "pots," in the ground, about four feet apart. To determine who shoots first, one boy takes a marble and places his hands behind his back. He then shows his closed fists to one of the others, who guesses which hand holds the marble. If he guesses right, the other boy goes last, and the successful one tries with another. If he succeeds with him, he tries another, and so on. If he fails he is next to last, and the one who guessed right goes before him, and takes his place to try. The first boy now knuckles down at a line six feet from the first hole, and shoots. If his marble gets into the hole, he shoots from there to the second; and if he gets into that, then into the third, and wins a marble from each of the others. If he misses, he puts his alley, or another instead, into

the first hole; and the second boy takes his turn. So it goes in succession. If the player who wins the first hole chooses, he can make each of his opponents in turn put down their alleys for him to shoot at. If he hits them they are his. If he misses, the one whose alley he aimed at may shoot at his alley. If that be hit, he is out of the game, and his alley gone.

Another method of playing this game is as follows: Make three holes in the ground at about a yard and a half distance from the first hole. The first player *knuckles down* at the mark and shoots his marble into the first hole if he can. If he succeed, he then takes a span toward the second hole, and shoots his marble again toward that hole, and so on. If he does not succeed, the next player tries his luck with his own marble, and if he enters the hole and his adversary's marble is near it, he may either try to knock the former player's marble away with his own or try to enter the second hole. If he succeed, he goes on again to the next, taking a span toward it as the former did, and throughout the whole game, having the privilege of knocking his adversary's marble away if he can, whenever he has first entered a hole; and when he has knocked it away, he continues from the place his marble goes to. If he misses either marble or the hole, the first player goes on again, or if there be a third player he takes his turn in like manner, and whoever plays may, if he can, knock away all other marbles that surround either of the holes, thus rendering it more difficult for the next player to get in his marble. Who ever first gets his marble into the ninth hole wins the game. The ninth hole is reckoned thus: First, 1, 2, 3, 2, 1, 2, 3, 2, 1. So that he goes up and down the three holes twice. The loser must pay to him whatever they agree to play for. Sometimes the loser puts his knuckles on the ground at a certain distance, and allows the winner to shoot his marble at them from that distance, then from wherever the marble goes to.

THE RING GAME.

The general way to play it is as follows: Make a ring six inches in diameter, and about six feet from this draw a line, commonly called base. From this the players knuckle down, unless someone prefers to hoist, when he must call out: "Hoistings." Each player puts one alley in the ring. If the

first shooter knocks any or all the marbles out they are his, and he shoots on until the ring is cleared, or he misses. If his alley remains inside of the ring, it is "fat," that is, he loses it, and is out of the game, unless it remains after shooting out the last marble. After anyone misses, the next one may, if he chooses, shoot at the alley of the other, and if he hits it, the other is killed, and is out of the game, and his alley gone. The player who has just killed one of his antagonists may then go to base, and shoot at the ring. If, however, he kills all his antagonists, he takes the ring marbles without shooting at them. And when anyone is killed, he gives to the victor all the marbles he has won during the game, whether he got them from the ring, or by killing his antagonist. If his opponent's marble has got in a hole or behind any obstacle, he may cry "puts," which will give him a right to place it in an eligible position, at the same distance, or may cry "clearance," and then remove anything from between him and the marble. But if his antagonist cries "fen puts," or "fen clearance," before he cries "puts" or "clearance," he must shoot as it lies. And he must shoot from where his marble lies always. In some places, however, if he cries "roundings," before his antagonist cries "fen roundings," he can go around to some more eligible point at the same distance, and shoot from thence.

Another way, in vogue in some parts of the west, a ring is made, and one marble placed in the center, and the others at points on the edge of the circle. The player may either hoist, troll, or knuckle down, as suits him. If he knocks out the center marble at the first shot, it counts him one. If he hits one of the others he shoots on, till he has hit all, or misses. If he clears the ring it counts one, or if he kills all his antagonists it counts one. The players who follow the first may neglect the ring and follow him to shoot at his alley, and he do the same with them. Whoever counts three first wins the game.

TOPS.

Tops are of three kinds, the peg-top, whip-top and the humming-top. Peg-tops are made of various kinds of wood, beech and box being the chief. Tops of box-wood, or "boxers," as

they are usually called, are much the best for all purposes, from their superior strength; and, as they are more expensive than tops made of other woods, they are generally provided with the best pegs. Every boy knows that there are two ways of spinning a peg-top—namely, *underhand* and *overhand*. The former method consists in holding the top, with the string wound around it, in the hand, with the peg downwards; and it is spun by suddenly dropping the top, and drawing away the string with a jerk or snatch as it falls. This is undoubtedly the easiest way of spinning; but it is totally inferior in every way to the *overhanded* method of holding the top tightly in the hand with the peg upward, the end of the string being secured by a loop around the little finger, or a button between the third and fourth fingers, and then bringing the top down, by a bold circular movement of the arm over the head, with a force which will make it spin three times as long as by the *underhand* method.

WHIP-TOP.

Is played by first whirling the top into motion, and then flogging it till its motion becomes very rapid. When two persons play whip-top, the object should be for each to whip his top to a certain goal, he who reaches it first being the victor. Another play is for each whipper to flog his top, so that it strikes and knocks down that of his adversary; this play is called "encounters," as the other is denominated "racing." The best kinds of thongs are those made of pliable eel-skins, and they should be used carefully, particularly in "races" and "encounters," so that the whippers may not cut each other's eyes out.

PEG-TOP.

There are many kinds of peg-tops, and they also vary in shape, some being much rounder than others. There is also great variety as regards the shape and size of the peg, which in some tops is short and thick, in others, long and tapering. Again, tops are made of different kinds of wood, some being made of beech, others of elm, some of sycamore, others of box-wood. Some of the very best tops are made of *lignumvitæ*, with long, handsome pegs. A box wood or white beech top is a very good one.

In winding the top, lay one end of the string down to the base of the peg, and then, commencing at the peg, wind it around and around in the grooves, until you come to the upper part, keeping the other end of the string in your hand as you throw.

PEG IN THE RING.

This game may be played by any number of boys. A ring, about a yard in diameter, is first marked on the ground, and another ring, surrounding the first, and at a yard's distance from it, is also marked. The players must stand on this ring, and from it throw their tops. One player begins by throwing his top spinning into the ring, and while it is there spinning, the other players are at liberty to peg at it as quickly as they can. If none of them hit it until it ceases spinning, and if it rolls out of the ring, the owner is allowed to take it up, and having wound it, to peg at the others which may be still spinning in the circle. Should any of the tops, when they cease spinning, fall within the ring, they are considered dead, and are placed in the center of the circle for the others to peg at. The player who succeeds in striking any of the tops out of the circle claims those so struck out. In some places, each player may ransom his top with a marble.

If a player does not cast his top within the ring, or attempts to take it out before it is down, or fails in spinning when he throws, in either case it is considered "dead," and must be placed in the center of the ring for the others to peg at. There is no order in this game; the object of the player being either to split the top of his companions, and thereby gain the peg as his trophy, or to restore them to their owners, by striking them sufficiently hard to drive them without the boundaries of the circle. Sometimes half-a-dozen dead tops are driven out of the ring by one cast, without any of them being damaged; and, indeed, if they be made of good box, it is but rarely that they split.

Sleeping tops are exposed to much danger in the play, for they offer a fair mark to the "pegger," and often get split, when the "peg" is taken by the splitter as his trophy. Long-pegged tops are the best for the game, for as they must lie more upon their sides after their fall, and before the spinning

entirely ceases, they are the more likely to spin out of the ring.

There is a way of spinning the top out of the ring directly it has touched the ground. Only long-pegged tops will execute this feat. It is done by drawing the hand sharply toward the body just as the top leaves the string. When the maneuver is well executed, the top will drive any opponent that it strikes entirely out of the ring, while it does not remain within the dangerous circle itself for more than a few seconds.

HUMMING-TOPS

Are made hollow, having at their crown a peg, around which is wound a string; this, being pulled through a kind of key, gives motion to the top, and sets it spinning, the key and the string being left in the spinner's hand. In spinning the top, care should be taken in winding the string firmly and evenly on the peg, and when it is pulled out, neither too much nor too little force should be used, and a firm and steady hand should be employed, while the top should be held in a perpendicular position. The string should be drawn with a steadily increasing force, or the top will not hum properly.

KITES.

KITE flying is fine fun, if you have a good kite, plenty of string, and a day neither too windy nor too calm. In this country, kites are raised by boys only, but in China everybody flies his kite at the proper period, and it looks queerly to a traveler in that country to see old men with big spectacles on their noses, each seeing if his kite will soar higher than his neighbor's.

The old-fashioned bow-kite is still made by some boys. It looks well enough, but does not fly so well as the three-sticked kite. An upright, thin stick—say twenty inches long, is taken. A piece of whalebone, fifteen inches long, is bent into a bow, the string of which would be ten inches in length. The whalebone, while straight, is notched in the center, and fastened by thread to the straight stick, two inches from the top end. It is then brought down, and the string is wound twice around

the stick, thirteen inches from the bottom. It is then carried over, and fastened to the other end of the bow, just five inches from the center. A string is now fastened to one end of the bow, and brought down over the lower end of the stick, which should have a notch to hold it, and carried up to the other end of the bow, where it is secured. At two inches from the upright stick, on the bow, a small string is fastened and carried over the top of the stick to a corresponding distance on the opposite side, where it is fastened. The frame is made, and you have only to cover it with paper in the manner which we will describe, when treating about the square kite, and when dry, make a hole on each side of the stick, five inches from the top, and again five inches from the bottom, for the belly-band, and you have your kite. The bob-tail is fastened in the same way, by a string passed through near the bottom.

The size of the kite may be varied, but the proportions given should be preserved. That is, if the kite be fifteen inches long, the distance from the bow to the top should be one and a half inches, from the bow-string to the bottom nine and three quarters, and the length of the bow-string seven and a half inches, and so for any other length of stick.

The best kite that is made is in the shape of a square, with the two upper corners cut off—a six-sided figure. The skeleton of this is made of three sticks, tied together. These are notched at their extremities, and through the notches a thread is laid, and brought around the sides of the figure, so as to give stability to the position of the sticks, and firmness to the kite after it is made. Having made the frame, it is laid upon paper which is cut about an inch wider than the line of the figure, with notches at the corners. That part of the paper outside of the thread is covered with good boiled paste, the pasted part turned over the edge, and the kite set up to dry. As soon as it is dried thoroughly, the bell-band, which is constructed differently from that of the bow-kite, is put on.

Two loops are made, one put at the top, with the ends tied around the sticks of the frame, and the other loop about two inches from the bottom fastened in same manner. These loops are tied together in the center with a piece of string, and the cord for flying is fastened about the center of this string. The tail-band is fastened to the sticks at the bottom.

The tail of the kite may be made of one piece of paper or cloth, a long band or strip, enough to balance the kite, and keep it from being "top-heavy;" but not too long, or it will prevent it from rising well. The bob-tail is the best kind, however. This is made by rolling up slips of paper, cut about three inches wide, or wider, according to the size of the kite, into a bob, and inserting them in a slip-loop on the tail string about three inches apart, using enough to balance the kite properly.

Unless there be a nice breeze stirring, the kite-flyer need not expect to have much sport, as nothing can be more vexatious than attempting to fly a kite when there is not sufficient wind for the purpose. To raise the kite, the flyer will require the aid of another boy. The owner of the kite having unwound a considerable length of string, now turns his face toward the wind and prepares for a run, while his assistant holds the kite by its lower extremity, as high as he can from the ground. At a given signal the assistant lets the kite go, and if all circumstances be favorable it will soar upward with great rapidity. With a well-constructed kite, and a good breeze, the flyer need not trouble himself to run very fast nor very far, as his kite will soon find its balance, and float quite steadily on the wind. The kite-flyer should be careful not to let out string too fast. When a kite pitches it is a sign that it is lop-sided, or that its tail is not long enough.

The string should be as thin as the kite will bear, or it will "belly" too much. On the other hand, if too thin, it is liable to be broken by the pressure of the wind on the kite. Boys sometimes send messengers to their kites. To do this, is to cut a thin piece of pasteboard or stiff paper in a circular form, with a hole in the center about the size of a dime; put the string of the kite through the hole, and the messenger will gradually and gracefully ascend, until it reaches the kite. The messenger should be three inches in diameter.

H O O P S .

THE proper and legitimate hoop should be made of a stout ashén lath, round on the outside and flat on the inside, and

should be well fastened at its point of juncture; it should be in height so as to reach midway between the youngster's elbow and shoulder, so that he may not have to stoop while striking it. The stick should be about sixteen inches long and made of tough ash; and in bowling the hoop the bowler should strike it vigorously in the center, and in a direction horizontal with the ground. Such hoop exercise is extremely good, and a good run with such a hoop will warm the youth in the very coldest weather. Nothing can be more objectionable than our modern iron hoops; they are exceedingly dangerous, and many are the shins that have been broken, and not a few old men have been thrown down and killed by them. The practice of running them with a crooked piece of iron is also foolish, for it defeats the end of the hoop, which is to give the exercise to the arm while running gives it to the legs. The game called "encounter" can be played well with wooden hoops, but not with iron ones. It consists of two players driving their hoops against each other from long distances, the victor being he who beats the other hoop down. Sometimes a string is extended across the diameter of the hoop, and another at right angles with this, while some pieces of tin are tied loosely in the center, to jingle as the hoop is driven.

HOOP RACE.

Any number of boys can join in this exciting sport, but they ought all to be provided with hoops as nearly equal in size as possible. At a given signal the players all start together, and each endeavors to reach the winning-post before his companions. He who arrives at the winning-post last is generally received with groans, hisses, and other vocal signs of disapprobation.

TURNPIKE.

Five or six boys can play at this game, though only one hoop is required. Chance decides which of the players shall first take the hoop. The other players become turnpike-keepers. Each turnpike is formed of two bricks or stones, placed on the ground, and separated by about three fingers' breadth. These turnpikes are fixed at regular distances, and their number is regulated by the number of keepers. When all is ready, the first player starts his hoop, and endeavors to drive it through

all the turnpikes; should he succeed in this, he turns the hoop, drives it back again, and retains it until it touches one of the turnpikes, the keeper of which now becomes hoop-driver. When a player touches the hoop with his hand, or allows it to fall, he must deliver it up to the nearest turnpike-keeper. Each keeper must stand on that side of his turnpike which is toward the right hand of the hoop-driver, and it therefore follows that he must alter his position when the hoop-driver returns. Should a keeper stand on his wrong side, the driver need not send the hoop through his turnpike. When the players are numerous, there may be two or more hoops driven at once.

THE BLOW-GUN.

THIS is merely a long and perfectly straight tin or brass tube, through which pellets of putty are driven by the breath. Great accuracy is sometimes attained with this instrument. We knew a young naturalist who shot all the birds he stuffed, with a blow-gun, bringing down a yellow-hammer or tom-tit with it, at twenty yards, as surely as with a rifle. For firing at a mark it is capital.

THE SLING.

THE art of slinging, or casting of stones with a sling, is of very high antiquity. We see it represented on the Nimrod monuments, and the feat of David, in killing Goliath, is familiar to every one. In the earliest times there were bands of slingers, and probably whole regiments of them, and there is little doubt that the art of slinging was earlier than that of archery.

In country districts, slinging of stones is a common sport; and the sling so used consists simply of a piece of leather cut into the annexed form, to which are affixed two cords, one having a loop. In using it, the leather is suffered to hang from the string downward; the slinger places his little finger in the loop, and holds the other end in his hand, and then putting the stone in the hole of the sling at A, which prevents its

falling, whirls the whole around for three or four times, to obtain a strong centrifugal force, and, suddenly letting go of that part of the sling held in his hand, the stone flies forward with inconceivable rapidity, making a twanging sound in the ear as it flies. Slinging is a very good exercise for imparting strength to the arm, but young slingers should be very careful where they send their stones, or they may do much damage.

THE BOOMERANG.

THIS instrument is a curved piece of wood, flat on one side, and slightly rounded on the other. It is used by the natives of New South Wales, who can throw it so dexterously as to kill a man behind a tree, where he may have fled for safety. It should be held horizontally in throwing it, and cast by bringing the arm backward, and after making a variety of curves it will come back again to the person who sent it. If skillfully thrown, it may be made to go in almost any direction the thrower pleases. We do not recommend its use, however, as with an unskillful person it is very apt to come back on his own head, or hit some one standing near him.

QUOITS.

A VERY ancient and deservedly popular game. It strengthens the arms of the player, opens the chest, and is altogether a most healthful, desirable exercise. The necessary implements consist of a number of rings, called *quoits*, and two rings called *hobs*; these are to be obtained from almost every dealer in hardware. The game is played on a piece of level grass or turf. The two hobs are driven into the ground at a distance of sixteen or twenty yards from each other, leaving only a few inches out of the ground. There are either two players, or three playing against each other, or four playing two on each side and throwing alternately. The players being armed with an equal number of quoits, each steps out in turn beside one of the hobs, and aims his quoits, one by one, at the other hob; his object being to throw the ring over the hob, that the quoit

may form a circle round it. This, however, requires very great skill, and is rarely achieved; the next object, therefore, is to bring the quoits as near as possible to the hob. When the first player has thrown all his quoits, the second takes his turn; and when all ammunition is expended, they walk to the second hob to compare notes. Suppose A has three quoits nearer than any of B's—he counts three points toward the game. If one of his is nearest, and then one of B's comes next, A can count only one, however much nearer his other quoits may be to the hob than the rest of B's. The nearer proximity of one quoit of B's bars all the advantages of position attained by the rest of A's. Standing at the second hob, they cast their quoits toward the first, and thus the game continues until one of the players has gained the requisite number of points to constitute him the victor. If a quoit completely encircles the hob it counts ten points.

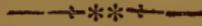
THE SUCKER.

CUT a circular piece of stout leather; bore a hole through its center, and pass a string, with a knot to prevent the end from escaping, through this hole. Soak the leather well in water



before you use it; when thoroughly soaked, place the leather on a stone, and press it down with your foot, by which you

exhaust or press out the air from between the leather and the stone; then holding the string, you may, by the pressure of the external air on your leather sucker, raise a considerable weight. If the sucker could act with full effect, every square inch of its surface would support about the weight of fourteen pounds. The feet of the common house-fly are provided with minute natural suckers, by aid of which the insect is enabled to run up a smooth pane of glass and walk along the ceiling.



ARCHERY.

THE modern practice of archery is confined, in civilized nations, to mere amusement—and a very graceful and excellent one it is. To consider it properly, we must begin with the several implements.

THE BOW.

The bow may be made of the yew-tree, laburnum, thorn, or acacia, and is generally formed of two pieces of wood joined

together, the back piece being of a different wood to the front, and the grain reversed. It is of great importance to secure a good bow. We would not, therefore, advise the young archer to make one, but to buy one at a good toy shop, where they may be had at all prices. Upon making a purchase, he should examine the bow well, to observe whether it be well set in all its parts, of an elegant cut or shape, and free from flaws, knots, or cracks. He should look well at the ends, and to those points on which the bow-string is fixed, which ought to be tipped with horn. The proper length of a bow is called its back, and the inward part its belly, and in stringing it the young archer should be particularly careful to keep the belly inward, or the bow will break.

THE STRING.

The string of the bow should be made of hemp, and whipped with sewing silk at that part of it which receives the arrow. The thickness of the string should depend upon the length of the bow, and should never be too thin for its powers, as the snapping of a string sometimes causes the snapping of the bow. The young archer should never use a string in the least out of order, and should avoid cat-gut strings especially. A bow five feet long, when bent, should have a string about five inches from the center. This will be a guide in stringing the bow. The young archer should take great care of his bow, especially of the string, and look carefully, after every day's shooting, at the "whipping" of the string, and at the wearing points, repairing the least defect. He ought also to place his bow in an oil-skin case, lined with baize; and when put away for the season it should be well rubbed with oil, and polished. He should also have always two or three spare strings in readiness, in case the one in use may fly.

THE ARROWS.

Arrows are generally made of some white wood, such as ash, deal, or the wood of the orbele poplar, and are sometimes varnished. They are both blunt and sharp. The sharp ones are for target shooting, the blunt ones principally for roving; they also vary as regards length, some being long and some short. In purchasing them, the principal thing to be attended to is, that that they are perfectly straight, well made, and

that the plumes are securely fitted. There should be three on each arrow; one, which is of a darker color than the rest, is called the cock-plume, and in shooting should be placed uppermost. The length and weight of the arrows should be in proportion to the size of the bow. The nicks of the arrows should be cased with horn, and they should fit the string exactly.

STRINGING THE BOW.

The young archer must be very careful in performing this feat, or he will fail in the attempt; to do so safely, he must take the bow in his right hand by the handle, the flat part toward him; then let his arm rest against his side, then put the lower end of the bow against the inside of his right foot, bring his left foot forward, and place the center of the left wrist on the upper level of the bow below the loop of the string, the fore-finger knuckle on one edge of the bow, and the top of the thumb upon the other; then up with the bow and loop it. This feat, however, can be best learned by seeing another expert person perform it. In unstringing the bow, the short horn should be placed on the ground against the right foot, the middle of the bow grasped in the right hand, and the left wrist placed on the upper horn, so that the fore-finger may unloop the string when the bow is brought down, as in the manner of stringing it.

HOW TO DRAW THE BOW.

The directions for drawing the bow, or rather the arrow, are as follows: The archer having placed himself opposite to the target, with his face a little inclined to the right, should swing himself slightly around, so that his eye and the target are in an exact line. He should stand quite upright, his left foot slightly advanced. Holding the bow horizontally in his left hand, he should draw an arrow from his pouch and carry it under the string and over the left side of the bow. The fore-finger of the left hand now holds the arrow secure on the wooden part of the bow at its center, while the right hand fixes the nick of the arrow on the string where it is held fast between the first and second fingers, the cock-feather being uppermost. The forefinger of the left hand may now be removed from the arrow, and the center of the bow grasped tightly. The bow is now raised gradually by the left hand, at

the same time that the string is pulled by the right; and when the arrow is drawn about two-thirds of its length, the neck of it should be brought close to the right ear and the aim should be taken. The aim should be taken quickly, and the string loosened freely from the fingers with a peculiar touch, which no books can teach, and which nothing but experience and skill can give. In long shots the right hand must be lowered, and the arrow sent so as to form a greater curve in its flight. The archer should look at his *mark*, not at his shaft, and when he has shot should retreat to the leftward, and take his position behind the person with whom he is shooting.

The following apparatus will be required by the young archer:

A Shield.—This is a broad leather guard, buckled around the inside of the left arm, between the elbow and wrist. Its use is that the string may strike against it when the arrow is discharged. The sharp *twang* of the bow-string against the unprotected arm or wrist will frequently produce such bruises as to prevent the practice of archery for some time afterward.

A Glove, or rather finger-stalls for three fingers of the right hand, will be found almost indispensable. This prevents the fingers from being blistered from the friction of the string and arrow.

A Belt and Pouch.—These are buckled around the waist. The belt is made of various designs, generally of leather, with a pouch to receive the pile of the arrows. The pouch is worn on the right side; the tassel and grease-box being fixed on the left side.

A Quiver, which is generally made of japanned tin, is used to preserve the arrows from damp, etc., also for keeping the reserve arrows in, as only three are used when shooting in company. It is only worn when roving.

Targets are made of different sizes, varying from one foot to four feet three inches, consisting of five circles. The center, *gold*, counts nine; *red*, seven; *inner white* or *blue*, five; *black*, three; and the *outer white*, one. There should always be a pair of targets in the field, to save time and trouble. The distance for target-shooting varies. Some gentlemen shoot at sixty yards; others at eighty to one hundred yards. Ladies

generally fifty and sixty yards. The young archer should practice at a short distance, and lengthen it as he progresses, commencing at twenty yards, till he is able to hit the smallest mark, which will prove he has attained command over his bow.

A graceful attitude is always requisite in shooting, which the inexperienced archer would scarcely suppose of consequence. The position (or standing), holding, nocking, drawing, and loosing are the points which require great study.

Roving is the most amusing of the various styles of shooting. A party go across country, selecting any object as a mark, at which they shoot with blunt arrows. He whose arrow is nearest to the mark is the winner.

Flight-shooting is practiced to determine who can shoot farthest. Strength in drawing the bow, rather than skill, is here called into play. Care should be taken, or in your ardor to excel you may snap your bow.

Clout shooting is shooting at a piece of pasteboard or paper stuck in a stick and placed in the ground. In the good old days of archery, we hear of archers who could split in twain a willow wand, peeled, and stuck upright in the earth as a mark; but in these degenerate times we require something more tangible.

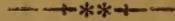
GENERAL HINTS FOR ARCHERS.

1. In commencing archery never begin with a stiff bow, but select one adapted to your strength, and change this for a stronger from time to time.
2. Never shoot with another person's bow.
3. Never put an arrow in the string when anyone stands between you and the target, or you may shoot out an eye.
4. Never talk, gibe, or jest at the time of shooting.
5. Always study to take a graceful attitude in shooting, or in moving about the field.
6. Never draw a bow near another person; as, should it snap, the danger will be greater to him than yourself.
7. Never let your bow-string get untwisted or raveled by neglect.
8. Never exhibit impatience at the tardy efforts of your compeers, or chagrin at your own failures.

9. Never shoot alone if you can help it, as it leads to negligence and indifference.

10. Take care that the arrows are kept dry; otherwise they will twist and warp, the feathers will fall off, and they will soon be utterly useless.

11. Always walk *behind* the rest of the party, if you have to change your position during the shooting; and when you have shot, always go off to the left, so that your neighbor may step into your place readily, and take his turn. It is scarcely necessary to caution all young archers to refrain from crossing between the target and the shooters, at any time while archery practice is going on.



FOOT-BALL.

THE players are divided into two parties, equal in number, and each party has to defend one of two goals, or homes, into which the other tries to kick the Foot-ball. The party who gains two out of three "goals" is generally considered to have won the game. Lines are drawn at right angles to the goal-lines and are called "touch-lines;" when the ball is kicked

behind these, it is said to be "in touch," and a player brings it forward to the line, flinging it to his players, who wait at the edge for it. "Place-kick" is when the ball is put on the ground, and kicked from where it lies. "Punting" is when the ball is dropped from the hands, and kicked before it reaches the ground.

In a *drop*, the ball is dropped and kicked at the moment it touches the ground. A *free kick* is the privilege of kicking the ball without obstruction, in such manner as the kicker may think fit. A *fair catch* is when the ball is caught, after it has touched the person of an adversary, or has been kicked, knocked on, or thrown by an adversary, and before it has touched the ground, or one of the side catching it; but if the ball is kicked from out of touch, or from behind goal-line, a fair catch cannot be made. *Hacking*, is kicking an adversary on the front of the leg, below the knee. *Charging*, is attacking an adversary with the shoulder, chest or body, without using the hands or legs. *Knocking on*, is when a player strikes or propels the ball with hands, arms or body, without kicking or throwing it. *Holding*, includes the obstruction of a player by the hand or any part of the arm below the elbow. The goals are placed eighty or one hundred yards apart, and are generally marked by stakes which are driven into the ground.

The ball should be an ox-bladder, inflated with air, and covered with leather. In order to dispose of the players to the best advantage, the best man should stand in front, and goal-keepers should remain at their stations, to prevent the ball passing through, and not leave them, except when their assistance seems absolutely necessary. After each game the players change sides, by which means any advantages of wind, sun or sloping ground are neutralized.

THE LAWS OF FOOT-BALL AS PLAYED AT RUGBY.

1. Kick off from middle must be a place-kick.
2. Kick out must not be from more than twenty-five yards out of goal.
3. Fair catch is a catch direct from the foot, or a knock on from the *hand* of the opposite side.

4. Charging is fair in place of a place-kick, as soon as the ball has touched the ground; in case of a kick from a catch, as soon as the player offers to kick, but he may always draw back, unless he has actually touched the ball with his foot.

5. *Off Side*.—A player is off his side when the ball has been kicked, or thrown, or knocked on, or is being run with by any one of his own side behind him.

6. A player entering a scrummage on the wrong side is *off* his side.

7. A player is *off* his side when a player on his own side has kicked the ball from behind him, and then run before him.

8. *On Side*.—A player is on his side when the ball has been kicked, thrown, or knocked on, or run with, (five yards), or when it has touched the body of any player on the opposite side before him; *i. e.*, in advance of him.

9. A player being off his side, is to consider himself as out of the game, and is not to touch the ball in any case whatever (either in or out of touch); or in any way to interrupt the play, and is, of course, incapable of holding the ball.

10. Knocking on, as distinguished from throwing on, is altogether disallowed, under any circumstances whatever. In case of this rule being broken, a catch from such a knock on shall be equivalent to a fair catch.

11. A catch from a throw on is not a *fair* catch.

12. If, however, the ball be hit by the arm, and not by the hand, the catch from such a knock on shall not be considered equivalent to a fair catch.

13. It is not lawful to take the ball off the ground, except in touch, for *any* purpose whatsoever.

14. It is not lawful to take up the ball when *rolling*, as distinguished from *bounding*.

15. In a scrummage succeeding a maul, it is not lawful to touch the ball with the hand, except in the event of a fair catch.

16. First of his side, is the player nearest the ball *on his side*.

17. Running in is allowed to any player on his side, provided he does *not take the ball off the ground*, or through touch.

18. *Running in.*—If, in case of a run in, the ball be held in a maul, it shall be lawful for a player on the same side to take it from the runner in, provided he has entered the maul behind the runner in.

19. No player out of a maul may be held, or pulled over, unless he is himself holding the ball.

20. Though it is lawful to hold any player in a maul, holding does not include attempts to throttle or strangle, which are totally opposed to all the principles of the game.

21. That any player obtaining a ball in a maul, do put it down as soon as possible, when outside the twenty-five yard posts at either end.

22. No player may be hacked and held at the same time.

23. Hacking with the heel is unfair.

24. Hacking above or on the knee is unfair.

25. No one wearing projecting nails, iron plates or gutta percha on the soles or heels of his boots or shoes, shall be allowed to play.

26. *Trial at Goal.*—A ball touched between the goal-posts may be brought up to either of them, but not between.

27. The ball, when punted, must be within, and when caught, without the line of goal.

28. The ball must be place-kicked, and not dropped; and if it touch two hands the try will be lost.

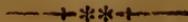
29. A goal may be dropped by any player *on his side*, if the ball has not been touched down in goal.

30. It shall be a goal if the ball go over the bar (whether it touch or no) without having touched the dress or person of any player; but no player may stand on the goal-bar to interrupt it going over.

31. No goal may be kicked from touch.

32. *Touch*—A ball in touch is dead; consequently the first player, on his side, must, in any case, touch it down, bring it to the edge of touch, and throw it straight out, but may take it himself if he can.

33. No player may stop the ball with any thing but his own person.



CROQUET.

THIS game (pronounced cro-kay) is of French origin, and has been only recently introduced into this country. As it is an out-door game, requiring some skill, and giving a variety of exercise, without being too fatiguing, it is likely to become popular; and we will give its details in full.

Croquet can be played only on a level piece of ground; but a good croquet-ground should be close turf—the grass cut short, the moss killed out, and the ground well rolled. The area required is not large—about sixty by ninety feet. If it be for a permanent croquet-ground, there should be a shallow ditch around it, to prevent the balls from straying. Of this rectangle laid out for the course of the ball, the lower part is the base, or foot, the opposite end the head, while the sides are respectively the right and left flanks. In the center of the foot is the spot from whence the play begins, and here the starting-stake is set; and in the center of the head is the turning-stake. There are ten bridges, with a span of twelve inches, made of iron wire, and stuck in the ground, leaving six to eight inches above ground. The stakes are of wood, two feet in length, and having eight rings of different colors, running down in this way: black, yellow, red, white, blue, orange, brown, green. It is from the starting-stake, through the bridges, touching the turning-stake, and from the other flank, back to the spot, that the balls are driven, by a mallet in the hands of the player.

The balls are made of wood, are turned to be ten inches in circumference, of beech, willow, or plane tree, eight in number, and painted to correspond to the rings on the starting-stake. This allows one to each player, though when four play they can either use four, or play two each. The mallet has a head with a diameter of two and one-third inches, and a length of four, a cylinder, slightly hollow in the middle, and having

the ends slightly convex. The shank of the mallet is slender, tapering toward the head, about nine-tenths of an inch in diameter at the butt, and two feet and a half long. The shank should be of well-seasoned hickory—the head of dogwood, heart-hickory, or box—the latter preferable.

The distance from the starting-stake should be about ten feet from the base, and the turning-stake should have the same distance from the head. The bridges or hoops should be set—No. 1, ten feet from the starting-stake; No. 2, ten feet farther on in a direct line toward the head; Nos. 6 and 7 should be twenty and ten feet from the turning-stake. The distance between Nos. 2 and 6 is according to the length of the ground. No. 3 and No. 10 should be on a line at right angles with Nos. 1, 2, 6 and 7, and in line with 8; and No. 5 and No. 8 in a like position with No. 6. Midway between 3 and 5, and 8 and 10, the two remaining bridges are set. The precise space of the spot is one mallet's length behind bridge No. 1.

In beginning the game a match is made—four or two on a side, according to the number of players—under two chiefs. In order to determine first choice of allies, the chiefs drive a ball through the first bridge, and the one who comes nearest to the starting-stake with the first blow has the choice. They then choose alternately. When it is made up they take the balls in rotation, beginning with the color on the top of the starting-stake, and going down and play with those.

Whatever be the number of players, the object of each is to make the *grand round* and *strike out* against the starting-stake—by the accomplishment of which feat, the "victory" is obtained.

The *course* of the ball in making the *grand round* is, first, from the spot through bridges 1 and 2 *upward*; then to the left flank in front of 3; thence through 3, 4, and 5; thence back to the line of the center in front of 6; thence through 6 and 7, making the *half-round*.

The stake is next *tolled*; after which the ball runs through 7 and 6, *downward*, or in a direction contrary to its previous course.

Having re-run 7 and 6, it crosses over to front of the right flank bridges—their front being the reverse to that of those on

the left. It then runs 8, 9 and 10, *downward*; crosses again to center line above 2; and re-runs 2 and 1 toward the starting stake.

It has thus completed the *grand round*; and being once more placed upon the *spot*, has the option—either of *striking out*, or continuing the play, with the privileges of the *Rover*.

As the victory is not declared till *all* the friends of a side are struck out, the act of *striking out* is usually delayed by each, until the last of that side has completed the grand round. The striking out of any individual ball—while any of its *friends* are still far back in the game—is a serious loss, instead of a gain, to the *side* to which it belongs; more especially since the *rover* is endowed with certain privileges, which render him either a valuable friend or a formidable enemy.

Under certain circumstances it is not impossible to make the grand round in a *single tour* of play; but the individual who can accomplish this feat, may be regarded as a “crack croquet player.” An ordinary player will take a dozen—perhaps a score—of tours to return to the starting-stake; and even a good “hand” at croquet will usually require a considerable number to enable him to accomplish the desired end.

A ball in going its round meets with two distinct classes of interruptions—one voluntary, the other unavoidable. Of the former kind, there is the diverging from its course to attack an *enemy*, by roquet and croquet, and *spoil* the latter's position; or, by the same means to *help on a friend*. A ball may also voluntarily diverge from its course to *place itself near* a friend, so that the latter, when its tour comes on, may by roquing upon it, make position.

The *involuntary* obstructions to the course of a ball are of various kinds; attempting the bridge, and failing to attain them; passing without *running* them; crossing at the *corners*, without the possibility of *turning* them; being roqueted or croqueted out of position; played out of its proper tour, and duly challenged; attempting to make a roquet, and failing in the attempt; or permitted to “flinch” from under the foot of its player while in the act of croquet; any of these contingencies will obstruct a ball on its *round*.

Croquet is somewhat like billiards, the mallet taking the place of the cue. The strokes and advantages can be best gleaned from the technical terms of the game, and from the rules which follow:

TERMS USED IN CROQUET.

Arena.—The space enclosed within the boundaries of the croquet-ground.

Attacking.—Playing at an enemy's ball for the purpose of spoiling it.

Back of a Bridge.—The side reverse to the *front*.

Blow.—The stroke of the mallet.

Booby.—A ball that has attempted to run the first bridge and either *rues* or *overruns* it.

Bridged Ball.—A ball that has run the first bridge.

Center.—The central part of the arena.

Central Bridges.—Those in a line between the two stakes. They are *upper* and *lower*.

Chiefs.—The players selected to marshal the sides.

Climbing on the Scape Goat.—Roquing a ball into a better position for the player; so that the roquing ball may get in front of its own proper bridge, or obtain some other advantage of position.

Concussion.—The displacement of a ball by another—driven against by roquet, croquet, ricochet or roquet-croquet; and not hit directly, either by the mallet or the playing ball.

Corners.—The points of passage between the lines of flank and central bridges.

Course.—The direction taken by the ball on its round.

Croquet.—The title of the game.

Croqueterie.—The implements, viz: *Balls, bridges, mallets* and *stakes*.

Croquing.—A ball, having made roquet on another, is taken up and placed in contact with the ball on which it has roqued. The player sets his foot upon the former, presses firmly so as to hold it in place, and, with a blow of the mallet, drives the roqued ball in whatever direction may be desired.

Dead Ball.—A rover struck against the starting-stake, and therefore struck out of the game.

Double-Point.—Two points made by the same blow of the mallet.

Enemy.—An adversary.

Flank Bridges.—Those upon the flanks—also denominated *right* and *left*.

Flank.—The sides of the rectangle—or of whatever figure they have been chosen for the croquet-ground. They are *right* and *left*.

Flinch.—When the ball in the act of “croquet,” at the blow of the mallet, glides from under the foot of the player.

Fluke.—When a point is made not due to the skill of the player.

Foot.—That part of the arena contiguous to the starting-stake.

Friend.—A partner in the game.

Front of a Bridge is that side from which the player must proceed, in passing through or *running* it.

Grand Round.—The “grand round” consists in duly running all the bridges—the central ones in both directions—tolling the turning-stake in its proper time, and returning to the spot—whence the player may either *strike out* or continue the play.

Half Round.—Having reached the point, where the turning-stake is to be tolled.

Head.—That part of the arena contiguous to the turning-stake.

Helping a Friend.—Roquing, or croquing a friend’s ball into position; causing it to run a bridge, toll the turning-stake, or otherwise forwarding it on its round.

Leading Ball.—The ball played first from the spot.

Making Position.—Making roquet, or ricochet, on a ball already in position.

Marshalling the Sides.—Making the match.

Nursing.—Croquing a ball—either a friend or an enemy—through, or around, its own proper bridge; then running the bridge; roquing and croquing the same ball again; and so proceeding on the round.

Oblique Bridge.—A bridge, the plane of whose arch is not perpendicular to the horizon, or to the *course* of play.

Overrunning a Bridge.—When a ball, struck by the mallet, rolls past, and not through, the bridge at which it has been played, it is said to *overrun* it.

Point.—Making a success, viz:—a *point* in the game.

Position.—A ball is *in position*, when it lies in *front* of its proper bridge, with a possibility of running it by a single blow of the mallet; and *out of position*, when the contrary is the case.

Proper Bridge.—That which the player intends to pass through, is his, or her, *proper* bridge for the time.

Push.—When the player presses the ball forward with the mallet, instead of giving it a *blow*.

Re-Roquet.—To roquet the same ball twice, without any intervening action of the play.

Ricochet.—A ball making roquet on two or more balls, by the same blow of the mallet.

Roquet-Croquet, or Croquet sans Fied.—A ball having made roquet, is taken up; placed contiguous to the roqueted ball; and without being held under the foot, is struck by the mallet, and driven—as also the roqueted ball—in the direction desired.

Roquet.—A ball makes “roquet” when, proceeding from a blow of the mallet, it comes in contact with another ball.

Rover.—A ball that has made the grand round.

Rueing a bridge.—When a ball, struck by the mallet, fails to reach the bridge at which it has been played, it is said to *rue* it.

Running a Bridge.—When a ball has been driven through the arch of its *proper* bridge, either by a blow of the mallet, by roquet, croquet, ricochet, concussion, or roquet-croquet, it is said to *run* that bridge.

Side.—A set of partners, or *friends*.

Spoiling an Enemy.—Striking an enemy's ball out of position, by roquet, croquet, ricochet, concussion, or roquet-croquet, and so retarding it on its round.

Spot.—The point from which the play commences.

Starting-Stake.—The stake from which the play proceeds—placed proximate to the *spot*, at the lower end of the *arena*.

Striking for first Choice.—The chiefs “strike” for first choice of *friends*, by playing a ball at the starting stake, from be-

tween the piers of bridge No. 1; whoever places the ball nearest to the stake has the choice.

Striking Out.—A ball struck against the *starting-stake* by mallet, roquet, ricochet, concussion, croquet, or roquet-croquet, after having run *all* the bridges—the central ones in both directions—and tolled the *turning-stake*, is *struck out*, that is, out of the game.

Tolling the Stake.—A ball struck *against the turning-stake* by mallet, roquet, ricochet, concussion, croquet, or roquet, at its *proper* time,—that is, after having run the *central* and *left flank* bridges *upward*,—is said to *toll* or *pay toll* to the stake.

Tour of Play.—Is the turn given to each player. It *continues* so long as a point is made, and *terminates* with a failure.

Turning a Corner.—Proceeding from the flank to the central bridges, or *vice versa*; and *running* one or more of both in the same *tour* of play.

Turning-Stake.—The stake set opposite to the *starting-stake*, and near the upper end of the arena.

“Up the Country.”—A ball croqueted beyond the boundaries is sent to “Hong Kong,” or “up the country.” The owner, with an indifferent grace, stands gazing after it; and the journey, required to bring it back within the arena, is usually performed with an air of the most profound melancholy—not unmingled with chagrin.

Victory.—When all of a side succeed in *striking out*.

RULES FOR THE GAME OF CROQUET.

1. One of each side plays alternately.
2. The ball must be struck or pushed by the end of the mallet only. In starting, the balls to be placed not more than twelve inches from the post.
3. The bridge or hoop must on no account ever be moved to afford the player any convenience in playing.
4. Going through a hoop gives a fresh move.
5. To count, the ball must be quite through the hoop, but going through one backward counts for nothing.

6. To count, the hoops must be passed in proper succession.

7. Playing out of turn loses the move.

8. To get a roquet, the player must hit the ball he wishes to roquet with his own; in so doing, he may play his ball with sufficient force to move the hit ball into another position. He then places his ball close on any side of the hit ball, taking care, in so doing, not to move the latter.

9. The left foot is placed on the player's own ball, which he then hits with his mallet.

10. When making the roquet, the player's ball must not move from its position; if moved, the balls must be replaced for another trial, three trials being allowed.

11. After the player has passed through a hoop, he is entitled to another stroke; or after having roqueted another ball.

12. The player can only roquet the same ball once, until he again passes through the hoop.

13. A ball half through a hoop is considered altogether through.

14. If a player misses a hoop, he must return to the side of it that he played from, either through or around the hoop, as most convenient.

15. A ball must not be lifted from the ground, if in the way of another player. If the ball of one player strike that of another which is not available for a roquet, both balls remain to wherever sent; but if the ball be hit, and available for a roquet, it must be roqueted.

16. If the roqueted ball be moved ever so little, the players remaining stationary, it is a roquet.

17. No player can roquet or be roqueted until he has been through the first hoop.

18. A roquet entitles the player to roquet another ball, or make a move.

19. The player cannot roquet the same ball twice in the same move. He can push it on by hitting it with his own, or, going through a hoop, can again roquet that ball.

20. You can roquet friend or foe—helping your friend, or sending your foe to a distant part of the ground.

21. At any stage of the game the player may go where he pleases to roquet balls.

22. When a ball is hit, it must be roqued.

23. After hitting the lower stick, the ball may be placed in a favorable position, alongside the stick, to go through the proper hoop; but if moved, a roquet cannot be played until the ball has been through a hoop.

24. When the player, having gone through all the hoops, hits the winning stick, he is out; but it is not obligatory to hit it when first reached; the player may return as a "rover," to roquet friend or foe.

25. Going through a hoop does not give a "rover" an additional move, as they have all been previously passed through; he gets other moves by roquing balls.

26. He cannot roquet the same ball again until his turn comes round; but he can roquet other balls.

27. A ball that has not been through the first hoop cannot roquet; but it can be roqued.

28. If a ball that has not passed through the first hoop be sent behind the stick at the starting-point, it can be brought up to the starting point and start afresh.

29. On striking the second stick, the player has the option of either leaving his ball to wherever it may have glided, or of bringing it back to the stick.

30. When intending to roquet another ball, the player must strike his own ball with as much force as he pleases, in order to drive the ball about to be roqued into an unfavorable or favorable position. The player's ball must always be the one moving in roquing.

31. If, in roquing, the player's ball slips from under his foot when he strikes it, it must be brought back to the place he struck it from.

32. If you hit a ball, and from it glance off through a hoop, you must return to croquet the ball, and are not considered through the hoop. In like manner, if you croquet a ball, and, glancing off from it, hit the post, you have hit the ball, but are not considered to have hit the post.

33. When you croquet a ball, and from it hit another, you must croquet the one first, and then the second; but if an in-

intermediate ball be nearer the player than either of them already hit, he must not attempt to croquet it until the others have been disposed of.

34. At the upper post you may not take your ball up after hitting the post, but must proceed from the place to where the ball rebounds.

35. Those balls which roll out of the ground remain where they roll to, until their turn for play comes, and then they are placed on the ground twice the length of the head of the mallet from the edge.

36. Players must identify their balls when called upon to do so, and state also (if asked) which is their next hoop.

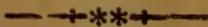
37. If, in croquing, you move your adversary's or partner's ball, though you do not hit your own, a fresh stroke may be taken.

38. It is not lawful to follow your ball when striking. If this happens, the striker shall take his ball up, and play again from the point he hit from.

39. A person on each side may be selected to direct the play, but no assistance to be given by holding bats or otherwise.

40. To win, the winning stick must be hit by all on one side.

There are several modifications of this now fashionable game, but the above rules will be found to be the most conducive to the amusement of the players.



THE SWING.



LET no one despise this exercise. If anyone can stand a twenty-foot swing for half-an-hour, the sea may toss its worst, for he will come off unscathed. Now, we do not mean to say that merely sitting on a board and getting swung by someone

else is any great object; far from it. But there are some very graceful exercises to be managed on the swing. Here are some:

1. The way to get into the swing is as follows: Take one rope in each hand, just above the seat; walk backward until the ropes are freely stretched. Now run sharply forward, letting the hands glide up the ropes as far as possible, and the instant that you feel a check, grasp the rope tightly, and spring into the seat standing. When there, work easily up by alternately bending and straightening the knees.

2. When in good swing, slip the feet off the seat (which should not be more than four inches); let the hands slide down the ropes, and come down sitting. To recover the standing position, reach upward with the hands as high as possible, and draw yourself upward as the swing is going forward, when the seat will place itself exactly under your feet.

3. Now for some feats.

Let the swing go very gently. Place both hands at the level of the shoulders, and suddenly extend them, keeping the arms straight. Take care, as there will be a violent vibration, and you will be shot out of the swing before you know where you are. Practice it first while the swing is still, but do not be satisfied until you can do it while in strong swing, and without closing the hands, merely letting the palms rest against the ropes.

Swing still. Stand up on the seat, and grasp the rope with the hands as low as possible, without bending the body or the knees. Now lean forward, making your hands the pivot, and do not be astonished at finding your heels in the air, and your head downward. To recover yourself, the body must be bent a little.

An old proverb says: "A good beginning makes a good ending," and the sports of youth are no exception to this rule.

The following will teach our young friends how to come gracefully from the swing:

To make a telling exit from the swing, two ways may be adopted. First way: Get the swing into a firm, steady move-

ment, sit down, and bring both hands inside the ropes; and just as the swing has passed its center, strike the seat away with the hands and you will shoot forward several yards. Take care to come down on the toes, and to lean well backward as you leave the swing, as the impetus will bring you upright as you touch the ground.

The second method is, to seat yourself in the same manner, and as the swing crosses its center backward, lean well forward and strike away the seat. You will then be hurled backward, and if your balance is good, will come to the ground in a very elegant attitude. Be sure to lean well forward, cross the feet, clasp the hands, and come down on the toes.

Great care must be taken to lean well backward if you shoot out forward, and well forward if you shoot backward, or in the one case you will come with your nose on the ground, and in the other you will find the back of your head rather damaged. So practice with gentle swings at first, and then increase.



MISCELLANEOUS GAMES.

SKIP; OR, RING THE NAIL.

This game, although very simple, is very amusing. The apparatus necessary is, first, a board about eighteen inches square, with a knife or large nail driven in the center, and sixteen smaller nails driven in around it in regular order; secondly, seventeen rings made of stout iron wire about two inches in diameter. The board is placed on the ground, and the boy who plays first takes the rings. The players then stand twenty feet from the board, or such distance as may have been agreed upon, and pitch the rings at it the same as in the game of quoits. Each boy tries to pitch the rings so that they will encircle the nails, or the knife, if possible, and the most skillful pitcher wins the game. Each ring that encircles a nail

counts five: if a player is fortunate enough to ring the knife, he counts twenty. The game may be played at any number of points the players choose.

CAT AND MOUSE.

This sport, which is of French origin, is for two players only. Each should be blindfolded, and then tied to either end of a long string, to be secured by a loose knot in the middle to a post, so that the players are enabled to move about with facility. He who takes the part of the "mouse" scrapes two pieces of wood (one notched) together, so as to make a grating noise, which attracts the other player, or the "cat," and he immediately strives to catch his prey, by following the noise; the "mouse," at the same time, struggling to escape being caught.

RED, WHITE AND BLUE.

The title of this game is taken from three colored dice, which are placed upon pillars stationed at any distance from the starting point agreed upon by the players on commencing the game. Each player has three balls, which he throws at the pillars, and scores so many toward the game, according to the number the dice, when overthrown, may turn up.

SIMON SAYS.

This, if well managed, is a very comical game. The players are arranged as in Drill Sergeant, the player who enacts Simon standing in front. He and all the other players clinch their fists, keeping the thumb pointing upward. No player is to obey his commands unless prefaced with the words: "Simon says." Simon is himself subjected to the same rules. The game commences by Simon commanding: "Simon says *turn down*," on which he turns his thumbs downward, followed by the other players. He then says: "Simon says *turn up*," and brings his hands back again. Or he may say: "Simon says wig-wag," when the whole party follow his example and twiddle their thumbs. When he has done so several times, and thinks that the players are off their guard, he merely gives the word: "Turn up," or "Turn down," or "Wig-wag," without moving his hands. Someone, if not all,

is sure to obey the command, and is subject to a forfeit. Simon is also subject to a forfeit, if he tells his companions to turn down while the thumbs are already down, or *vice versa*. With a sharp player enacting Simon, the game is very spirited.

SPANISH FLY.

The first boy out, by counting, sets a back, as in playing "Leap-Frog," sideways, and the others follow. Then they all leap back, and then over him in the second position of leap-frog. In this last leap the leader leaves his cap on the boy's back, and the others must jump over without displacing the cap, until the last, who must take it with him as he leaps. If either fail to do this, the failing boy sets a back for the rest, instead of the first boy out. This game may be varied by depositing a handkerchief rolled in a ball, or by "knuckling," that is, going over with the hands clenched; or by "slapping," that is, placing one hand on the boy's back, and hitting him when going over; or in many other amusing ways. But whoever fails to do what he attempts, goes down, and becomes "back" instead of the other, who takes his place among the leapers.

MY GRANDMOTHER'S CLOCK.

In this amusing sport the players join hands, and extend their arms to their fullest extent. One of the outside players remains stationary, and the others run around him as fast as they can, which proceeding is called "winding the clock." In this manner the straight line becomes a confused spiral, and all the players get huddled together in a most laughable manner. The winding of the clock usually leads to such disorder that it is next to impossible to unwind it without breaking the line of boys.

KING OF THE CASTLE.

In this game one of the players posts himself on "ground of vantage," and the rest try to pull him down from his elevated position. Sometimes the players divide into two parties, one for attack, and the other for defense, and a good deal of fun,

not unmingled with tearing of jackets, is generally the result. In this sport, which is rather a rough one, boys should be particularly careful to "fight fairly," and to keep their tempers, though they may lose the game. Fair pulls and fair pushes only are allowed in this game; the players must not take hold of any part of the clothes of the king, and must confine their grasps to the hand, the leg or the arm. The player who succeeds in dethroning the king, takes his place, and is subjected to the like attacks.

BASTE THE BEAR.

The boys who are to play at this game begin by twisting their handkerchiefs into the form of whips, with a knot at the end—a thing which most boys can do uncommonly well. A boy is then fixed upon to act "Bear." He crouches down, holding a cord in his hands, while another boy, who represents his master, seizes the opposite end. The boys try to hit the bear with their pocket handkerchiefs, while the master's aim is to touch one of them, without letting go the rope, or overbalancing the bear, who, from his squatting position, is easily overturned by a jerk of the rope. The first boy touched takes the bear's place, while the late bear becomes bear-leader, and the leader joins the assailants. This is a capital game, requiring the three qualities we like to see developed by all boys—temper, ability and endurance. Care must be taken, however, that the handkerchiefs are not knotted too tightly, and that the assailants are forbearing with the bear, whose position would otherwise become unbearable.

PITCH-STONE.

This game is played by two boys, each of whom takes a smooth, round pebble. One player then throws his pebble about twenty feet before him, and the next tries to strike it with his stone, each time of striking counting as one. If the two pebbles are near enough for the player to place one upon the other with his hand, he is at perfect liberty to do so, and it will count one for him. It is easy enough to play at this game when the pebbles are at some distance apart; but when they lie near each other, it is very difficult to take a good aim, and yet send one's

own pebble beyond the reach of the adversary's aim. Two four-pound cannon-balls are the best objects to pitch, as they roll evenly, and do not split, as pebbles always do when they get a hard knock. The game is ten, and whoever gets ten first wins the game.

DRAWING THE OVEN.

Several boys seat themselves in a row, clasping each other around the waist, thus representing a batch of loaves. The other players then approach, representing the baker's men, who have to detach the players from each other's hold. To attain this object, they grasp the waist of the second boy, and endeavor to pull him away from the boy in front of him. If they succeed, they pass to the third, and so on until they have drawn the entire batch. As sometimes an obstinate loaf sticks so tight to its companion, that it is not torn away without bringing with it a handful of jacket or other part of the clothing, the game ought not to be played by any but little boys.

KNOCK-'EM DOWN,

Is made by scooping a hole in the ground, and placing it in an upright stick; on the top of it is placed a stone, or similar substance. The player then retires to a distance, and flings at the stone with clubs or balls, the latter being preferable. If the stone falls into the hole, the player only counts one toward game, but if it falls outside the hole, he counts two. This is a capital game for the sea-side, and can be played upon the sands. This is similiar to a game called Baton, which is played in this wise:

A stick is fixed in a kind of hole, about six inches over, in a loose moist soil, and the players consist of the Keepers and Throwers. The keeper places on the top of the stick some article, such as an apple or orange, and the Throwers endeavor to knock it off, by throwing at it short, thick sticks, or batons; whoever succeeds in doing this claims the prize, whenever it falls without the hole. The Thrower will soon find in his play, that to hit the stick is of little importance, as from the

perpendicular line of gravity which the apple or orange will take in its descent, it is almost certain to fall in the hole. The aim, therefore, should be to strike the object from the stick.

BATTLE FOR THE BANNER.

This game is to be played from a mound, the same as King of the Castle, and it may consist of any number of players. Each party selects a Captain, and having done this, divide themselves into Attackers and Defenders. The defending party provide themselves with a small flag, which is fixed on a staff on the top of the mound, and then arrange themselves on its side and at its base, so as to defend it from the attack of their opponents, who advance toward the hillock, and endeavor to throw down those that oppose them. Those that are so thrown on either side, are called "dead men," and must lie quiet till the game is finished, which is concluded either when all the attacking party are dead, or the banner is carried off by one of them. The player who carries off the banner is called the Knight, and is chosen Captain for the next game.

FLY THE GARTER.

One boy selected by chance gives a back as in Spanish Fly. The player who gives the back must stand sideways, with one foot a little forward, near a line which has previously been drawn on the ground. This line is called the "garter." The other players have not only to vault over his back, but must alight with their heels beyond the garter or line. Any one failing to do this has to take the place of the lad who has hitherto given the back to the rest, and the game begins anew. Supposing all to have *flown* satisfactorily, the back-giver takes a jump backward from his position and offers himself again to the rest. These must now start from beyond the garter, give one spring, and then clear the back. Failing to do this, places

are changed. Any one stepping on the garter, taking more than one jump, or failing to clear the back satisfactorily, must take his comrade's place, and present his back to the rest; and so the game commences *de novo*.

CHIPSTONE.

This game is played by two boys in the following manner: Two lines, about six feet apart, are marked upon the ground which ought to be smooth and hard. Some small stones are then procured and placed midway between the lines; they should not be larger than a small bean, and the black and polished ones are the most sought after. The tops are now set up spinning on the ground, and the players, being each provided with a small wooden spoon, dexterously introduce them under the pegs of the spinning-tops, and then, with the top still spinning in the spoon, throw the point of the peg against the stone, so as to chip it out of bounds; he who does this the soonest being the victor. While the top continues to spin he may take it up with the spoon as many times as he can, and when it spins out he must again wind up, pursuing the same plan until he "chips out."



RUNNING.

Under this heading we do not propose to write an essay on the advantages of running, as they are too well known to bear repetition. By looking at the illustration on the following page, any one can learn the proper position to take, and those who have not tried it will be surprised to find how much longer they can run, and how much less fatigued they will be



when running in the above position, than in the usual way. Having said this much, we give below the best amateur scores from 1876 to 1881, in order that the boys who read this book, may try to emulate them.

100 YARDS RUN.

1876—Fred. C. Saportas, Harlem A. C.	10 1-2 sec.
1877—Chas. C. McIvor, Montreal, Can.	10 1-2 sec
1878—W. C. Wilmer, S. H. A. C.	10 sec.
1879—B. R. Value, Elizabeth A. C.	10 3-8 sec.
1880—L. E. Myers, Manhattan A. C.	10 2-5 sec.
1881—L. E. Myers, “	10 1-4 sec.

ONE-EIGHTH MILE RUN.

1877—Ed. Merritt, N. Y. A. C.	24 sec.
1878—W. C. Wilmer, S. H. A. C.	22 7 8 sec.
1879—L. E. Myers, M. A. C.	23 3-5 sec.
1880—L. E. Myers, “	23 3-5 sec.
1881—L. E. Myers, “	23 1-2 sec.

ONE-FOURTH MILE RUN.

1876—Ed. Merritt, N. Y. A. C.	54 1-2 sec.
1877—Ed. Merritt, “	55 1-4 sec.
1878—F. W. Brown, Glenwood A. C.	54 3-8 sec.
1879—L. E. Myers, M. A. C.	52 2-5 sec.
1880—L. E. Myers, “	52 sec.
1881—L. E. Myers, “	49 2-5 sec.

HALF-MILE RUN.

1876—Harold Lambe, Argonaut R. C.	2 m. 10 sec.
1877—R. R. Colgate, N. Y. A. C.	2 m. 5 3-4 sec.
1878—Ed Merritt, N. Y. A. C.	2 m. 5 1-4 sec.
1879—L. E. Myers, M. A. C.	2 m. 1 2-5 sec.
1880—L. E. Myers, “	2 m. 4 3-5 sec.
1881—Walter Smith, Williamsburgh A. C.	2 m. 4 sec.

ONE-MILE RUN.

1876—Harold Lambe, Argonaut R. C.	4 m. 51 1-4 sec.
1877—Richard Morgan, H. A. C.	4 m. 49 3-4 sec.
1878—T. H. Smith, M. A. C.	4 m. 51 1-4 sec.
1879—H. M. Pellatt, T. L. C.	4 m. 43 2-5 sec.
1880—H. Fredericks, M. A. C.	4 m. 39 3-5 sec.
1881—H. Fredericks, “	4 m. 32 3-5 sec.

THREE-MILE RUN.

1878—W. J. Duffy, H. A. C.	17 m. 25 sec.
1879—P. J. McDonald, I. A. A. C.	15 m. 38 3-5 sec.

FIVE-MILE RUN.

1880—J. H. Gifford, I. A. A. C.	27 m. 51 1-5 sec.
1881—W. C. Davies, Williamsburgh A. C.	27 m. 43 4-5 sec.



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